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ABSTRACT

2 A system and method are disclosed for facilitating development of computer
3 games that depict or represent actual, real world geographic areas as part of the play
4 scenarios of the games. A source database contains data that represent geographic
5 features in a region including roads in the region. The data in the source database
6 includes attributes suitable for use for providing navigation-related functions. In addition
7 to providing data from the source database for navigation-related functions, data from the
8 source database are also used to form a template database, wherein the template database
9 represents an imaginary locale. The template database is provided for computer game
10 development.

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